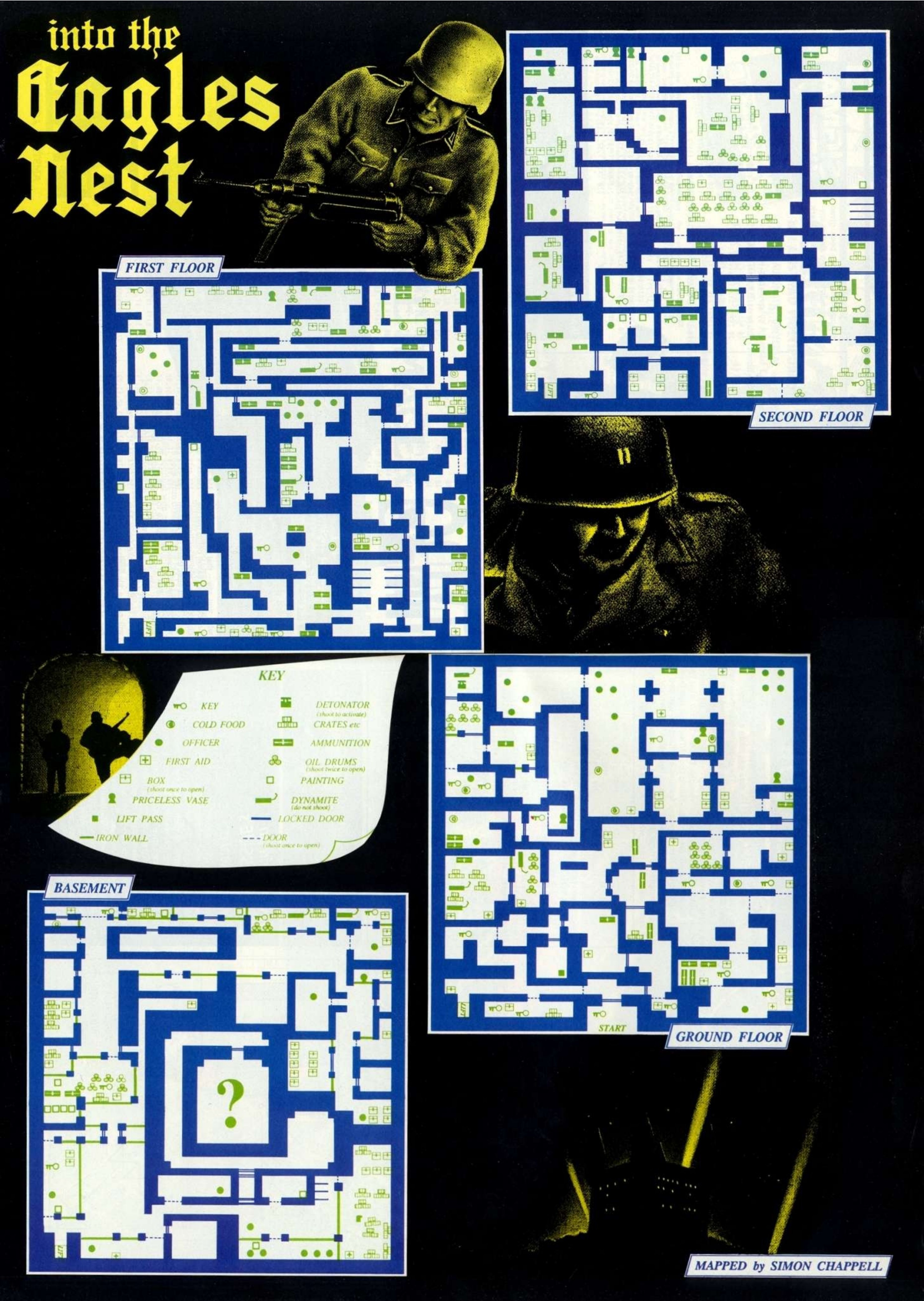


into the Eagles Nest
FIRST FLOOR
SECOND FLOOR
KEY
KEY
COLD FOOD
OFFICER
FIRST AID
BOX
(shoot once to open)
PRICELESS VASE
LIFT PASS
IRON WALL
DETONATOR
(shoot to activate)
CRATES etc
AMMUNITION
OIL DRUMS
(shoot twice to open)
PAINTING
DYNAMITE
(do not shoot)
LOCKED DOOR
DOOR
(shoot once to open)
BASEMENT
GROUND FLOOR
START
LIFT
MAPPED by SIMON CHAPPELL